

REMARKS

Claims 1-4, 6-14, 16-20, 22-25 and 27-29 are pending. By this Amendment, claims 5, 15, 21 and 26 are canceled without prejudice or disclaimer of the subject matter contained therein.

Entry of the amendments is proper under 37 CFR §1.116 since the amendments: (a) place the application in condition for allowance for the reasons discussed herein; (b) do not raise any new issue requiring further search and/or consideration since the amendments amplify issues previously discussed throughout prosecution; (c) satisfy a requirement of form asserted in the previous Office Action; (d) do not present any additional claims without canceling a corresponding number of finally rejected claims; and (e) place the application in better form for appeal, should an appeal be necessary. The amendments are necessary and were not earlier presented because they are made in response to arguments raised in the final rejection. Entry of the amendments is thus respectfully requested.

I. The Claims Define Patentable Subject Matter

The Office Action rejects claims 5, 15, 21 and 26 under 35 U.S.C. §102(a) over Cookson (U.S. Patent No. 5,400,077); rejects claims 1-4, 11-14, 19-20 and 22-25 under 35 U.S.C. §103(a) over Toyoshima (U.S. Patent No. 6,011,526) in view of Okayama (U.S. Patent No. 5,045,939); and rejects claims 6-10, 16-18 and 27-29 under 35 U.S.C. §103(a) over Cookson in view of Toyoshima. The rejections are respectfully traversed.

Regarding independent claims 5, 15, 21 and 26, these claims are canceled, thus the rejection with respect to these claims are now moot.

Regarding independent claims 1, 2, 11, 12, 19, 20, 22 and 23, neither Toyoshima, Okayama nor Cookson, individually or in combination, discloses or suggests the second generating section generates the game image data corresponding to the normal screen, from

the game image data generated by the first generating section, according to a character controlled by a player in the game image data generated by the first generating section.

Instead, as shown in Figs. 6A-6C and at col. 6, lines 24-45, Toyoshima discloses that in response to an amount of turning movement of the viewer's head, the view on the screen display moves in the leftward or rightward direction. Consequently, an image being displayed looks as if it were moving.

Specifically, absent in Toyoshima's disclosure is the image data generated according to a character controlled by a player. Toyoshima discloses that the view of the screen is controlled by a movement of the viewer's head. However, Toyoshima's "viewer" is not the claimed "character", but rather corresponds to the "player" in the claimed invention. Therefore, there is no character that is controlled by the viewer in Toyoshima's disclosure, and thus Toyoshima does not disclose or suggest the features of the claimed invention.

Okayama fails to compensate for the above-noted deficiencies of Toyoshima. Specifically, Okayama discloses an extracting unit for selectively extracting a part of a wide screen television signal corresponding to a normal screen television picture to obtain the normal television signal, a motion detecting means for detecting a motion of the picture produced by the wide television signal, and a control means for controlling the extracting means so as to extract the part of the wide television signal according to the detection result by the motion detecting means (see col. 2, lines 18-29). However, Okayama does not disclose or suggest that the image data is generated according to a character controlled by a player in the game image data.

Cookson also fails to compensate for the above-noted deficiencies of Toyoshima and Okayama.

Cookson discloses in Fig. 9 and in col. 10, line 44 to col. 11, line 16 that when a wide screen image needs to be formatted for a television receiver, various choices are available.

However, Cookson does not disclose or suggest that the image data is generated according to a character controlled by a player in the game image data.

Furthermore, none of the above applied references disclose or suggest the second generating section generates the game image data corresponding to the normal screen, from the game image data generated by the first generating section, according to a position, a moving direction or an eyes direction of the character controlled by the player, as recited in claims 3, 13 and 24.

Additionally, none of the above applied references disclose or suggest the second generating section extracts game data display data from the game image data generated by the first generating section, to generate the game image data corresponding to the normal screen, as recited in claims 4, 14 and 25.

Accordingly, independent claims 1, 2, 11, 12, 19, 20, 22 and 23 define patentable subject matter. Claims 3-4, 6-10, 13-14, 16-18, 24-25 and 27-29 depend from the respective independent claims, and therefore also define patentable subject matter as well as for the other features they recite. Accordingly, withdrawal of the rejections under 35 U.S.C. §102(a) and 35 U.S.C. §103(a) are respectfully requested.

I. Conclusion

In view of the foregoing amendments and remarks, this application is in condition for allowance. Favorable reconsideration and prompt allowance of claims 1-4, 6-14, 16-20, 22-25 and 27-29 are earnestly solicited.

Should the Examiner believe that anything further would be desirable in order to place this application in better condition for allowance, the Examiner is invited to contact Applicant's undersigned representative at the telephone number listed below.

Respectfully submitted,



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